

Fig. 1

FIG. 2 is a schematic diagram of a system 200 for processing a scene 208. The scene 208 includes a tree 202, a house 220, and a pool 204. The tree 202 has a canopy 202 and a trunk 230. The house 220 has a roof 220, a window 260, and a door 206. The pool 204 is represented by an oval 250. A path 240 leads from the door 206 to the pool 204. The system 200 is shown as a large rectangle enclosing the scene 208.

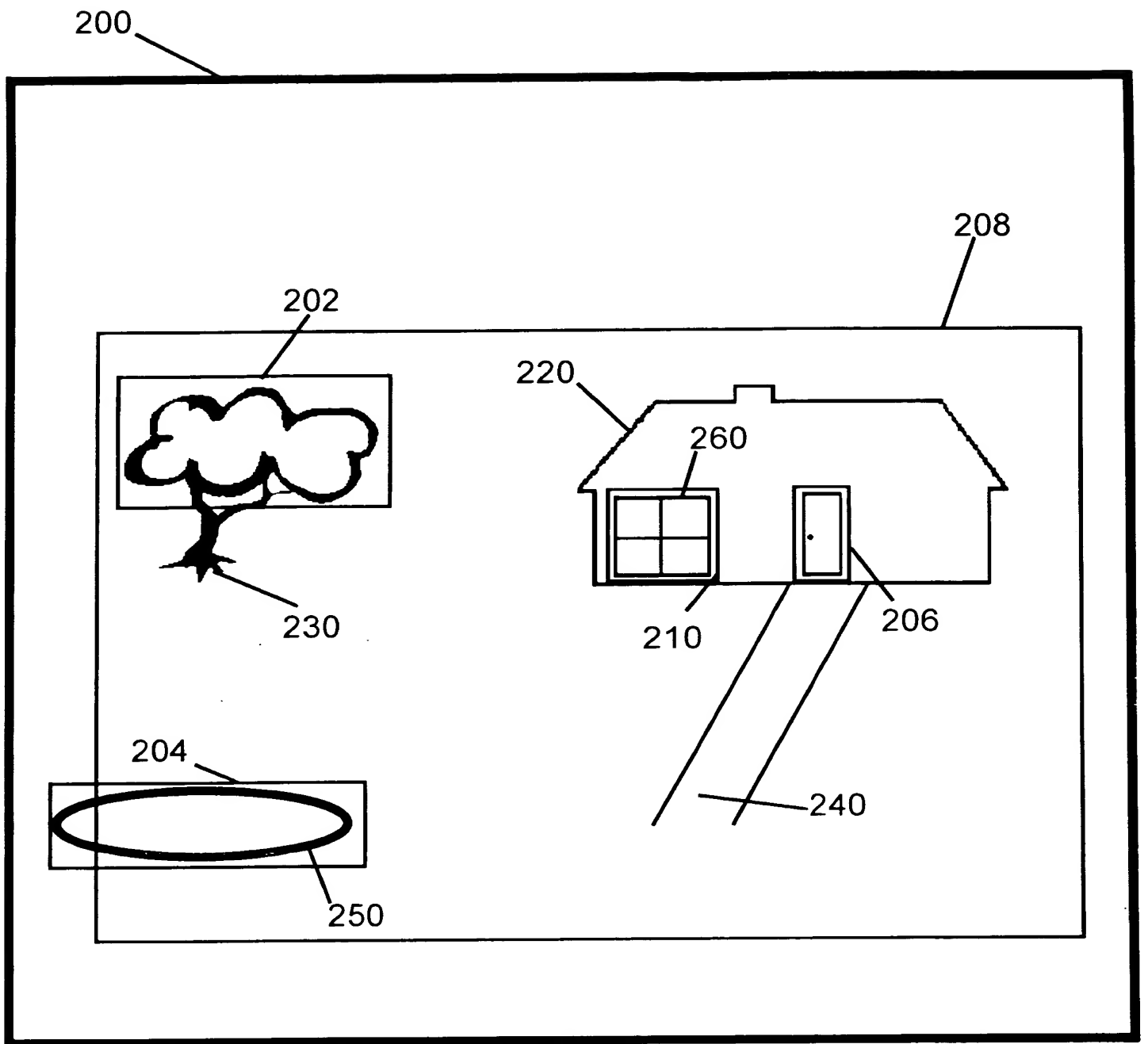
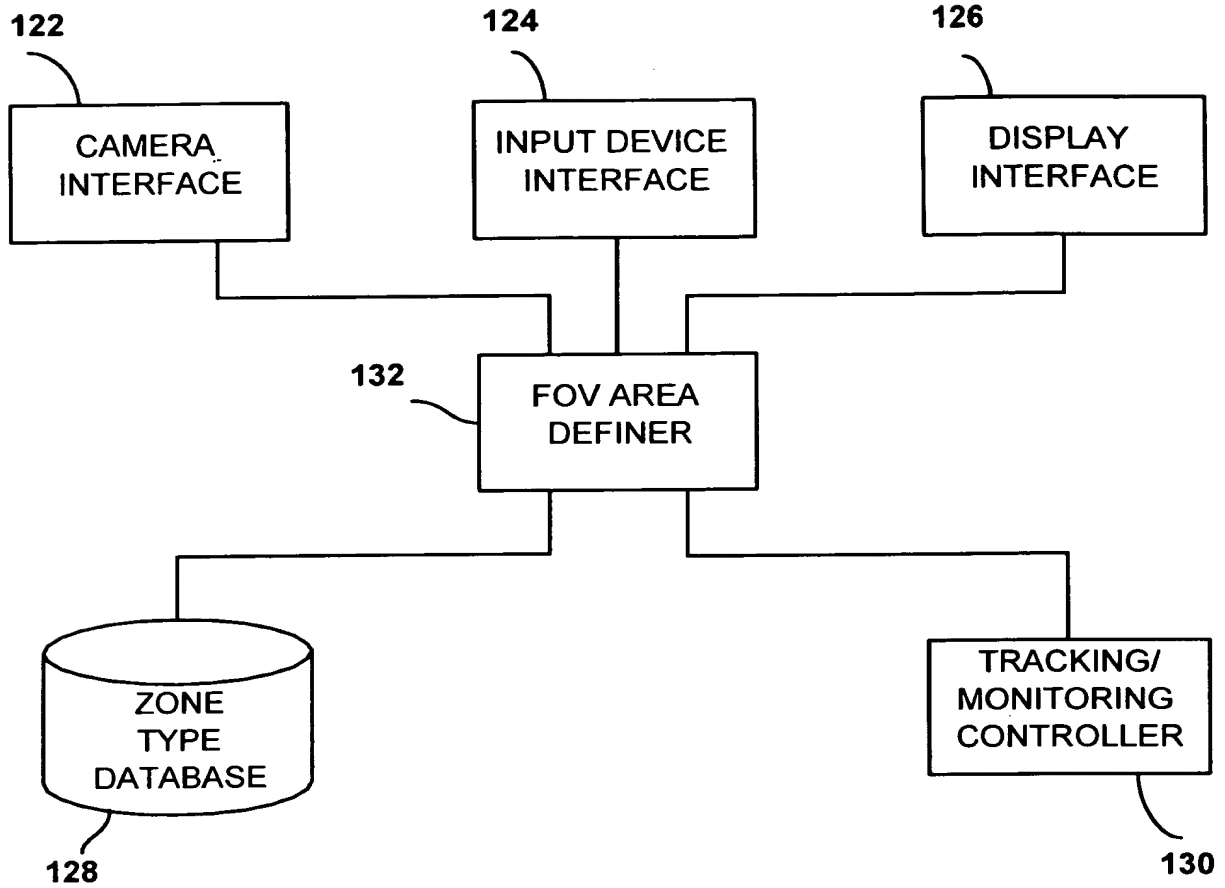


Fig. 2



120

FIG. 3

300

DISPLAY MOTION VIDEO DATA
WITH A GRAPHIC OVERLAY

302

SELECTING A ZONE TYPE TO
BE DRAWN GRAPHICALLY

304

DRAWING A ZONE AREA USING
A PROVIDED USER INPUT
DEVICE

306

Fig. 4

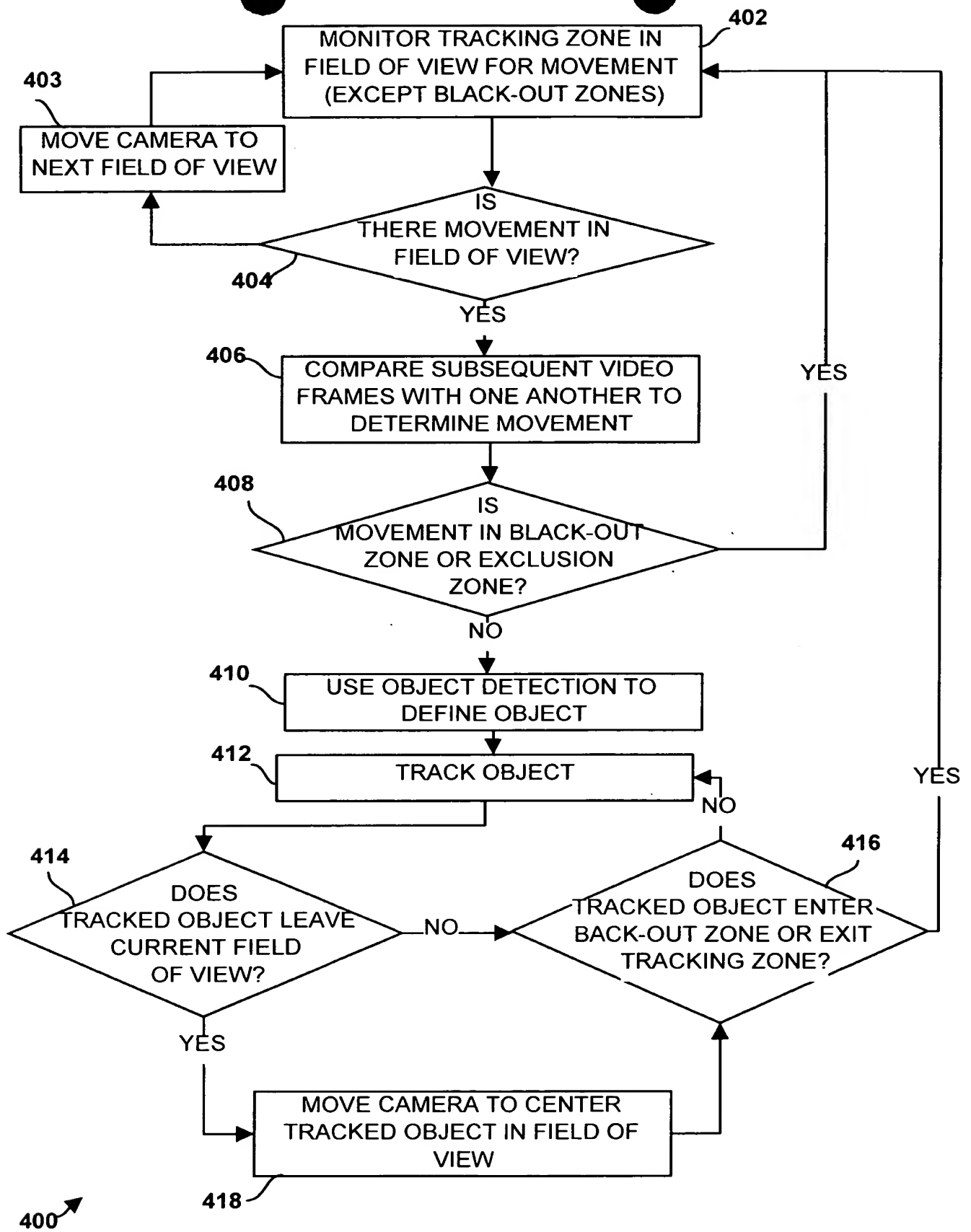


Fig. 5